

ADVENTURE GAMERS: DICE! ACTION! ROLL'EM!

PROG 448
14 DEC 85

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IN ORBIT
EVERY
MONDAY

FEATURING JUDGE DREDD

SLAY!



NERVE CENTRE

BORAG THUNGG, EARTHLETS,

I have spent the past few days basking in the glory of last week's magnificent prog, containing the first episode of my new *Slaine Adventure Gaming* saga – a breakthrough in cosmic comic culture, as I'm sure you'll agree. My faithful droids, however, have given me two good reasons for programming a special *SLAINE LATECOMERS* feature in this week's magnificent prog. First, they say, it is possible that certain grexnixes might have forgotten to reserve their copy of prog 447... an unbelievably stupid act which would mean that they missed the rules for how to play the game. The droids have also suggested that my more feeble readers could have been stunned by the game's thrill-power content, and therefore unable to take it all in. With this in mind I, Tharg the Generous, do hereby program the following data on *The Tomb Of Terror: The Adventure Game*, for all you grexnixes and weedy types. Sharpen your pencils, Terrans – the action starts here! **SPLUNDIG VUR THRIGG!**

LATEGAMERS

YOU are Slaine!

YOU are the Warped Warrior who fights with the strength of ten men. Armed with a leyser sword that emits a mystic green fire, YOU will lead a group of adventurers into the tomb of the Dark God *Grimnismal*, in a desperate bid to kill the unspeakable horror that lurks within. Your enemies are the Cythrions – a race of devils who suck humans' auras and who worship the creature in the tomb.

The object of the game is to gain Warp Points by killing the monsters guarding the tomb and, finally, by killing the Dark God himself – before he can escape and lay waste to the Earth.

These Warp Points are a combination of strength, intelligence and experience. They represent your ability to fight and survive. Complete your group's Warp Rating below.

YOU	: Slaine, a Celtic Berserker	16
MOGROOTH	: Dragon Commander	9
TLACHTGA	: Atlantean Warrior (Mogrooth's daughter)	8
CALGACUS	: Tribal Chief	8
MURDACH	: King	7
NEST	: Trainee Sorceress	7
UKKO	: Thief	9

Roll 2 dice and add the score to the above

YOUR GROUP'S WARP RATING

Also with you is the legendary sorcerer, MYRDDIN. Half man, half devil, he will only act as your adviser and therefore has no Warp Rating.

You won't be fighting any monsters until next week, so the rules for Combat will be given then.

Now read this week's episode – written by your faithful dwarf, Ukko – then turn to Part Two, the section marked 'This Week'.



VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: **THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.**

List your three favourite stories **IN THIS PROG** on the coupon and enclose it with your entry.

- 1.....
- 2.....
- 3.....

I Dislike:.....

My Age is..... **448**



MILLI-COM...WHERE UNKNOWN ALIENS HAVE MATERIALIZED IN THE MIDST OF THE PEACE TREATY SIGNING, AND MASSACRED THE SOUTHER AND NORT HIGH COMMANDS. BOOSTED BY LIFE-SUPPORT SYSTEMS, STAR-MARSHAL LAMAL CLINGS TO LIFE... AND SEEKS REVENGE!

ROGUE TROOPER

2000AD
Credit Card:
SCRIPT ROBOT
G. FINLEY-DAY
ART ROBOT
JOSE ORTIZ
LETTERING ROBOT
TONY JACOB
COMPU-73E



HE WANTED TO RESCUE THE GENETIC ENGINEERS - SPIRITED AWAY DURING THE COMBAT -



AND HOW THE HELL AM I GONNA FIND 'EM?

NO, WINSTON, THEY WEREN'T NORTS. WE'LL NEVER KNOW WHO THEY WERE!

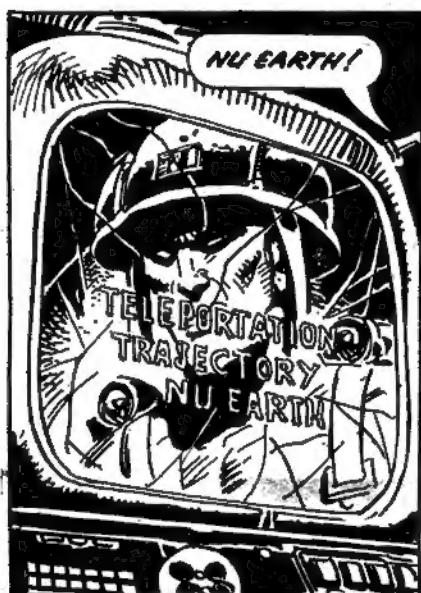


THE AUTOPSY'S COMPLETED. WHO'S IN CHARGE HERE?

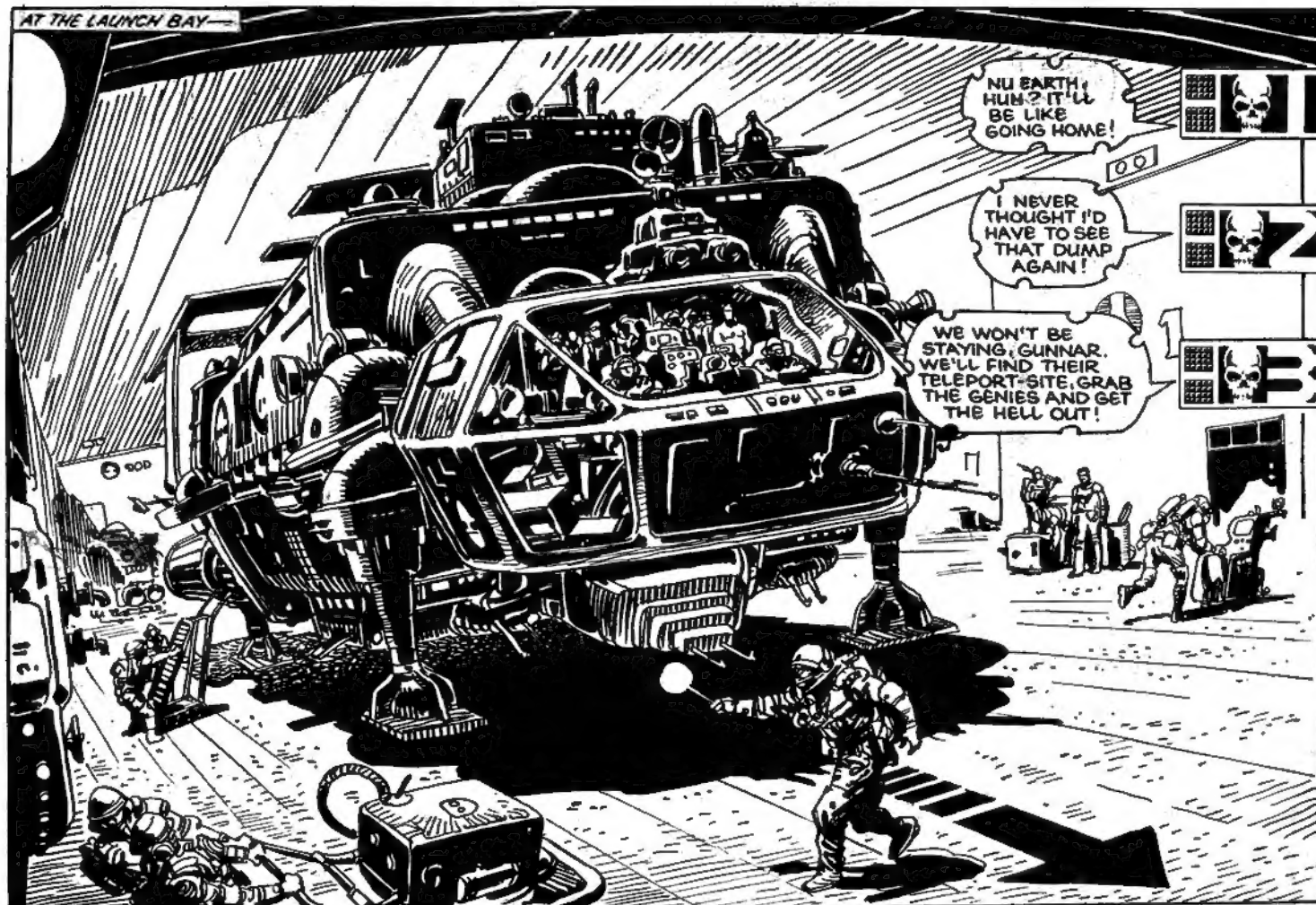
AUTOPSY? ON THE PAIR WE MANAGED TO KILL?

THE LAST OF THE GENETIC INFANTRYMEN WASN'T INTERESTED IN VENGEANCE.









NU EARTH:
HUM? IT'LL
BE LIKE
GOING HOME!

I NEVER
THOUGHT I'D
HAVE TO SEE
THAT DUMP
AGAIN!

WE WON'T BE
STAYING, GUNNAR.
WE'LL FIND THEIR
TELEPORT-SITE, GRAB
THE GENIES AND GET
THE HELL OUT!

I WONDER
IF IT'LL BE THAT
EASY... THIS ENEMY'S
SMART—MAYBE THEY
KNOW WE'VE TRACKED
THEM TO NU EARTH.

MAYBE THEY'RE
DOWN THERE
WAITIN' FOR US...

MAYBE—



TROOP-TRANSPORT
LEAVING MILLI-COM.
DESTINATION:
NU EARTH.

GOOD...
PREPARE
A WELCOME
FOR THEM!

NEXT
PROG: **UNHAPPY LANDINGS!**

Slaine

THIS SWORD
IS A WORTHY
SUCCESSOR TO
MY OLD AXE
BRAIN-BITER...

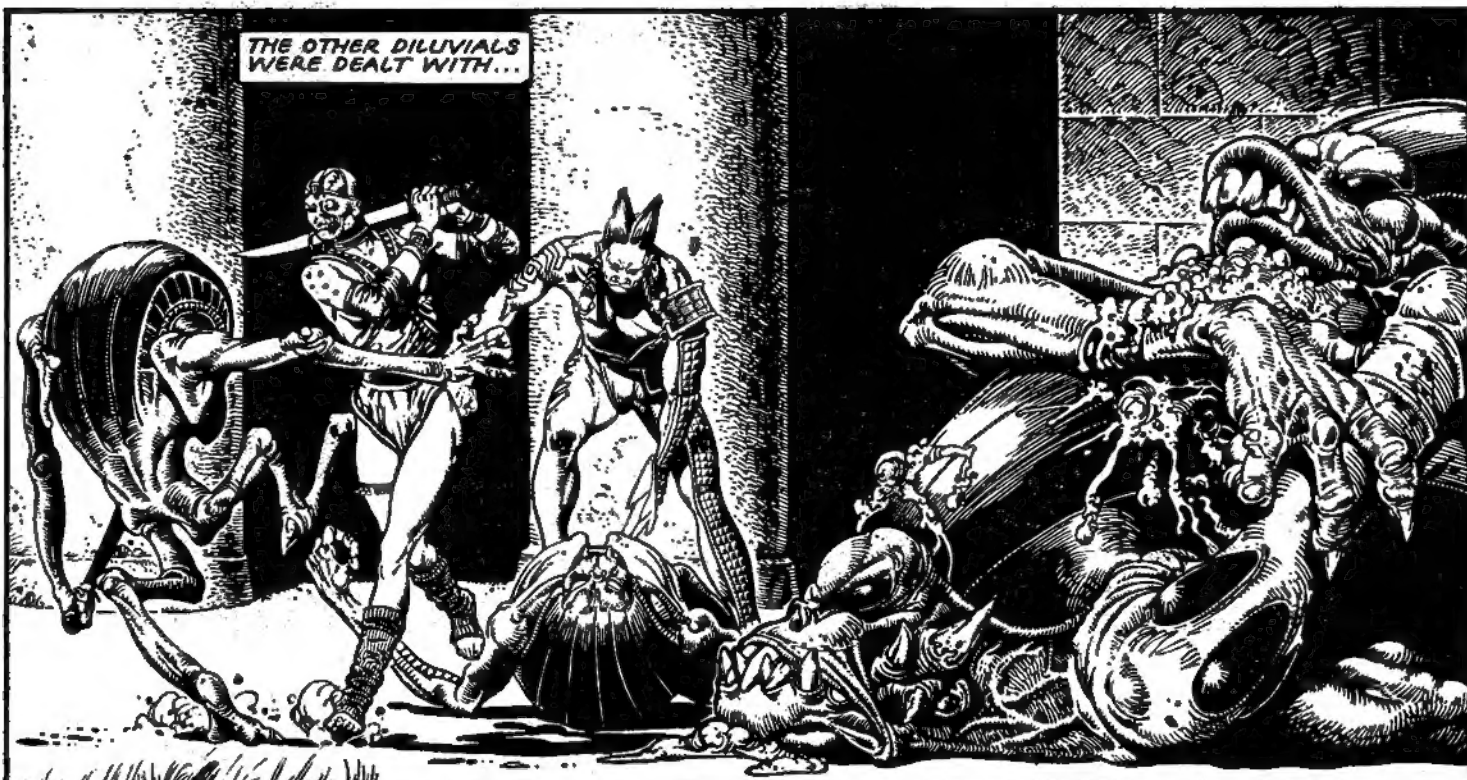


I
SHALL CALL
IT BLOOD-
PROW!

FOR IT
CUTS THROUGH
DILUVIALS
LIKE A SHIP
THROUGH THE
WAVES.



THE OTHER DILUVIALS
WERE DEALT WITH...



AS USUAL, FIGHTING PUT SLAINE
IN A GOOD MOOD AND HE
COMPOSED THIS VERSE...

MY FIERY
SWORD WEATHERED
THE BATTLE-STORM
WELL.
WHEN IT STRUCK,
IT SPRAYED THE AIR
AND NOT WITH SWEAT,
CRIMSON THE SEA
THROUGH WHICH
BLOOD-PROW
SAILS.

VERY
POETIC...



NOW
LET'S ADD
THIS CYTHRON
SOW TO THE
HEAP.

BUT YOU
NEED ME, SLAINE!
YOU'LL NEVER
KILL THE DARK
GOD WITHOUT
MY HELP!







WE KEEP THIS FOOD FOR THE HUMAN PRISONERS. EAT. YOU WILL NEED MUCH ENERGY TO FIGHT THE CREATURES GUARDING THE TOMB.



MYRDDIN HAD REVEALED THAT AROUND HUMANS WAS A GLOWING ENERGY FIELD - THE AURA.



THE CYTHRONS FED OFF THIS ENERGY, WHICH THEY CALLED PRANA.



LATER... AFTER WE'D SLEPT
AND ARMED OURSELVES
WITH NEW WEAPONS...

THE
STREETS
ARE
CLEAR.
COME.

WE MADE OUR WAY THROUGH THE
DARK STREETS OF GULAG...



WITH ITS HUGE TEMPLES
COMMEMORATING THE
SLEEPING STAR-BEINGS...



AND AT LAST
REACHED... THE
TOMB OF THE
DARK GOD
GRIMNISMAL!

Next: INTO THE TOMB!

THE DOGMAN PART 2

Game: Pat Mills Art: Leach/Williams

LAST WEEK

YOUR WARP RATING:

(From Part One)

If YOU chose...

A) You were right to trust the devil girl and follow her. See the story. Now you must deal with the problems arising THIS WEEK. Go to the next page.

B) You head down the long dimly-lit passage. You hear sounds of something sniffing ahead of you in the darkness. As you draw closer it changes to a low growl and you see...

A ferocious DOGMAN. Once this creature was human, but—after being cruelly experimented on by the Cythrons—he has been turned into a vicious animal. He is trained to attack humans on sight and leaps at Nest. You must fight him. See COMBAT RULES.



DOGMAN'S WARP RATING : 5

If you kill the Dogman, remember to add its original warp rating to your own. Nest breathes a sigh of relief and smiles her thanks at you. You decide to trust Oeahoo and turn back. Go to A) above.

C) You follow the passage to a slime-covered door. You can't resist opening it and see inside...

A TYPE 4 BATTLE ORGOT—a warrior built by the Cythrons from humans and animals. He is putting on his skin and is annoyed at your intrusion on his privacy. He attacks. Luckily, as he's only half-dressed, he is still vulnerable and has a low warp-rating. See COMBAT RULES.



TYPE 4 BATTLE ORGOT'S WARP RATING : 6

If you kill it, remember to add its original warp rating to your own. You decide to trust Oeahoo and turn back. Go to A) above.

LATECOMERS/COMBAT RULES

If you missed Part One, you can still join in. See Merve Centre for details.

To fight the DOGMAN or the BATTLE ORGOT, refer to Part One and follow the same rules you used for fighting the Diluvials.

THIS WEEK

REFRESHMENTS

In the story, you had a chance to rest, so add 6 points to your warp-rating.

But which items in the sack did you and your companions eat (apart from the raw meat)? Inside were several vile-smelling dishes which Ukko gave suitable nicknames to.

You may choose ONE of them...

- A) Bogie Broth, followed by Rat Pie. ☐
B) Sick Soup (yellow with diced carrots in), followed by side of Shoggey Beast (medium rare). ☐
C) The Chef's Special – a pudding covered in oozing green slime, washed down with a glass of Orgot Ale. ☐

Tick your choice. The wrong one could make you embarrassingly ill!

THE TOMB

At the end of the story, you approached the Tomb of Grimmismal. Will you enter through...

- A) The great temple doors at the top of the steps? ☐

- B) A side entrance? ☐
C) The manhole at the front? ☐

Tick your choice.

Find out next week if your choices were the right ones and make a note of your final score in the box below.

YOUR FINAL WARP RATING :

COUNTDOWN TO TERROR

You now have just *six hours* to find and kill Grimmismal. Starting from next week, you will need the clock below to keep a record of time passing. The wrong choices will cost you *extra* time.

If you fill in the whole of the clock *before* reaching Grimmismal, you have run out of time. The Dark God has awoken and laid waste to the Earth. Your quest has failed.

Guard this clock closely: you'll need it next prog!



ASLUAGH

A shadow creature formed by Grimmismal's mind.



NEXT PROG: WILL YOU DEFEAT THE GARGOYLE?

JUDGE DREDD

SCHOOL OUTINGS ARE ALWAYS A CAUSE FOR EXCITEMENT, EVEN AT THE ACADEMY, AND TODAY'S TRIP IS SOMETHING SPECIAL...

0945, MONDAY. AT THE ACADEMY OF LAW'S MAIN HOVERPORT, EAGER-EYED CADETS FILE ABOARD AN OBSERVATION POD UNDER THE STERN GLARE OF JUDGE-TUTOR SCHWARTZ -

CLASS 5B, PRIMARY DISTURBANCE CONTROL, IS GOING FOR...

A DAY AT THE BLOCK WARS!

SCHWARTZ TO CONTROL: WHAT HAVE YOU GOT FOR US?

WE GOT POSSIBLE MAJOR DISTURBANCES BREWING, MOST SECTORS. BLOCK WAR NOW IN PROGRESS, BREAKER CANYON ESTATE. JUDGE KLING IN CHARGE...HOLD ON...

REPORTS JUST CAME IN. WE'VE GOT A FOUR-WAY CONFRONT ON THE FRIENDSHIP SCHEME. LOOKS PRETTY NASTY. JUDGE DREDD IN CHARGE.

DREDD? GOOD. WE'LL TAKE IT.

THE FRIENDSHIP SCHEME, COMPRISING FOUR CLOSELY-LINKED BLOCKS - GROUCHO, CHICO, HARPO AND KARL - HAD BEEN BUILT IN AN EFFORT TO PROMOTE INTER-BLOCK HARMONY AND A SENSE OF GREATER COMMUNITY. LIKE MANY MEGA-CITY HOUSING DEPT EXPERIMENTS IT WAS AN ABJECT FAILURE. SINCE THE FIRST OCCUPANTS HAD MOVED IN LESS THAN THREE MONTHS AGO, "THE MARX BROTHERS", AS THEY WERE KNOWN, HAD BEEN AT DAGGERS DRAWN.

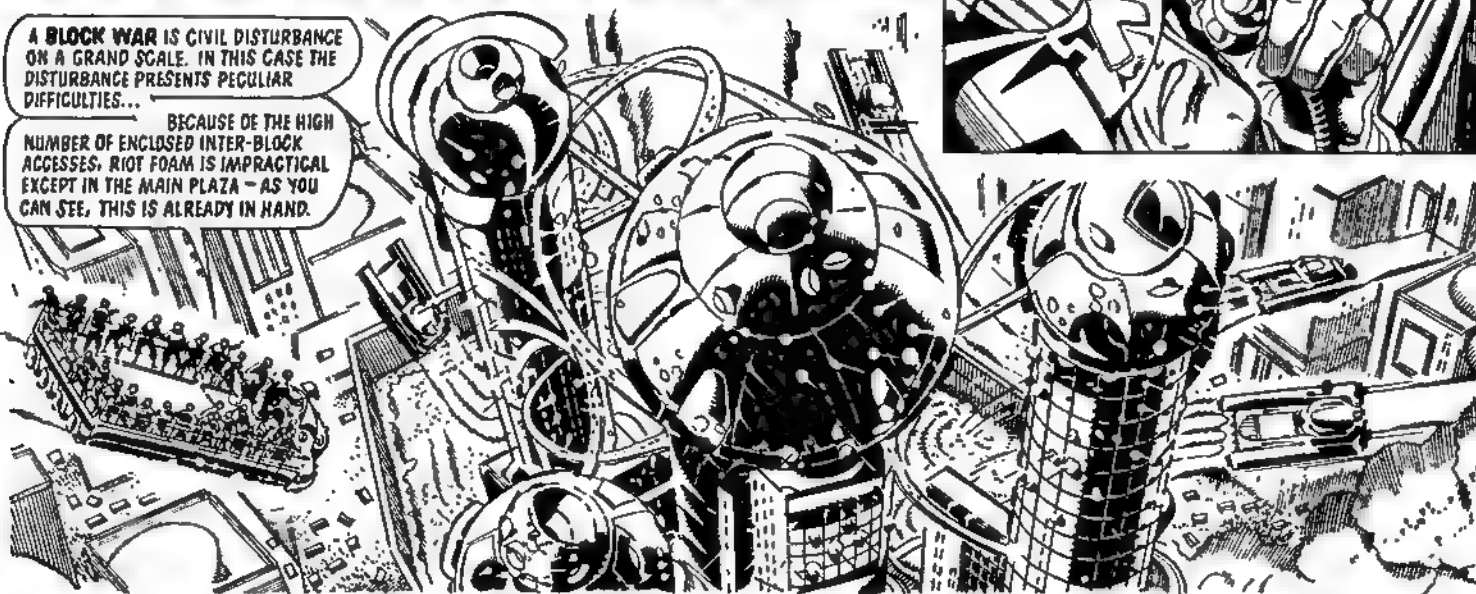
NOW, AT LAST, THE SITUATION HAD EXPLODED INTO VIOLENT CONFLICT -

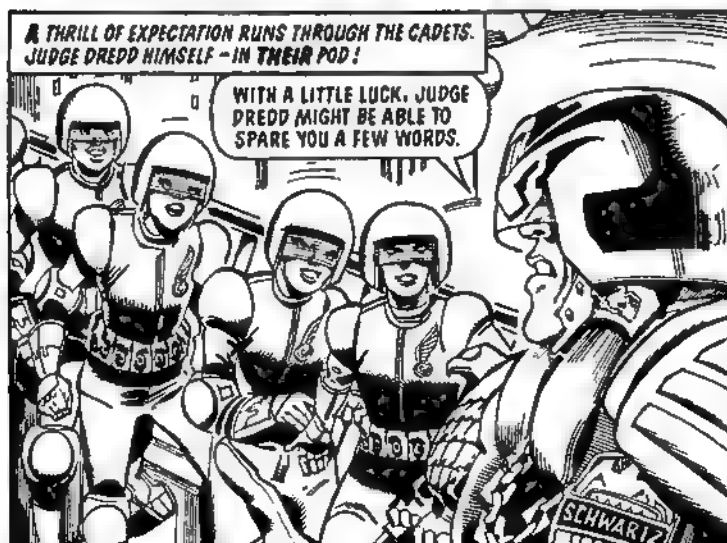
MARX BROTHERS THEY MAY BE, FUNNY THEY AIN'T! NOW 'EM DOWN!

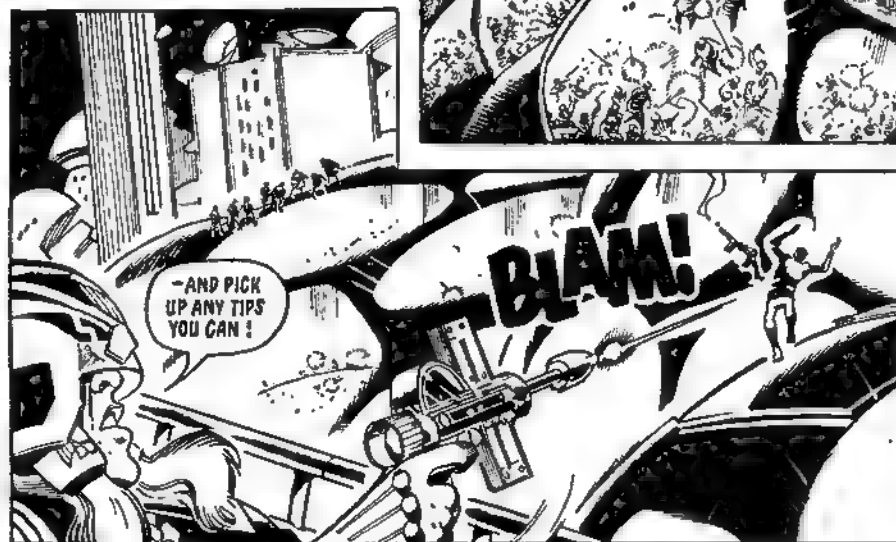


A **BLOCK WAR** IS CIVIL DISTURBANCE ON A GRAND SCALE. IN THIS CASE THE DISTURBANCE PRESENTS PECULIAR DIFFICULTIES...

BECAUSE OF THE HIGH NUMBER OF ENCLOSED INTER-BLOCK ACCESSES, RIOT FOAM IS IMPRACTICAL EXCEPT IN THE MAIN PLAZA - AS YOU CAN SEE, THIS IS ALREADY IN HAND.







DREDD AND HIS MEN HAVE DEALT WITH BLOCK WARS MANY TIMES BEFORE. THEY KNOW EXACTLY WHAT TO DO...

RESPIRATORS DOWN - STUMM GRENADES!



WELL-ARMED CITIZEN UNITS CONSTITUTE PRIMARY TARGETS. THEY ARE TAKEN OUT QUICKLY AND RUTHLESSLY -



ENOUGH! WE SURRENDER!

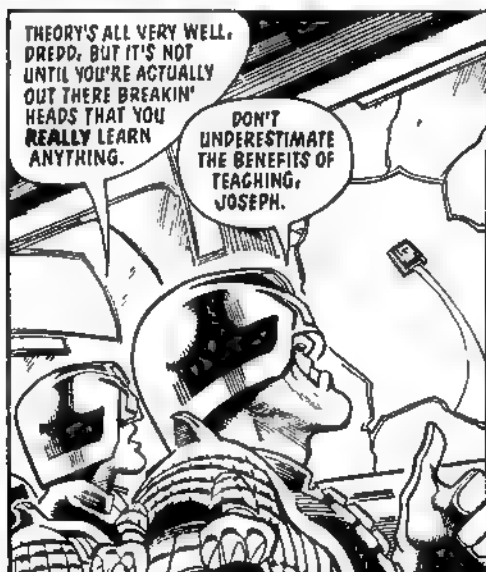
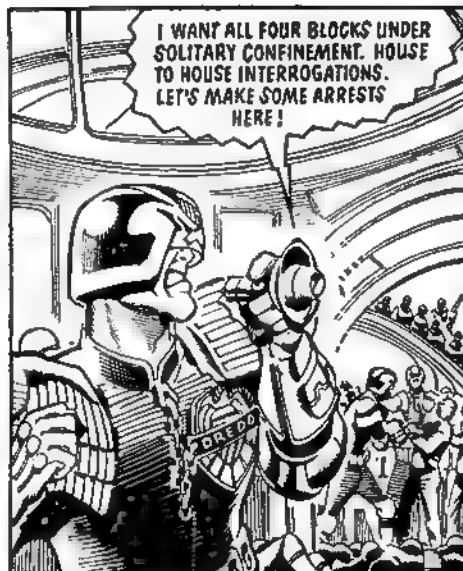
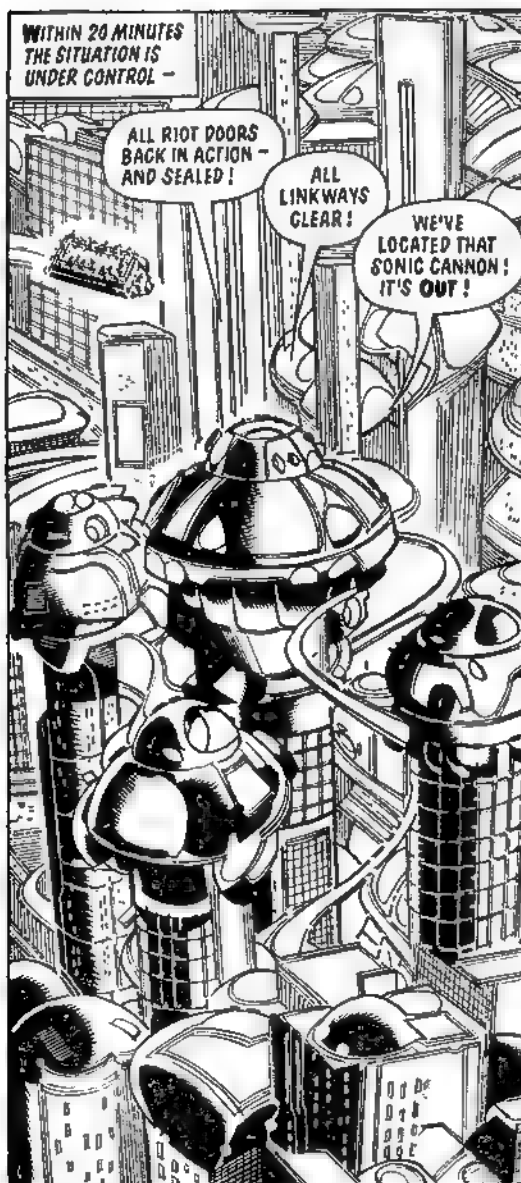
THEN HIT THE FLOOR, FACE DOWN! ONE TWITCH OUT OF PLACE AND YOU'RE LEAVING IN A BAG!



THE AUTOMATIC RIOT DOORS HAVE BEEN SABOTAGED - JAMMED OPEN.

FIND OUT WHO DID IT. LET'S MAKE AN EXAMPLE OF THEM - SIXTY YEARS MIN.





EVERYBODY WANTS TO BE A HERO

ADVERTISEMENT



NIGHTCRAWLER™
Kurt Wagner
Mutant; member of the X-Men

Fighting:	EXCELLENT
Agility:	AMAZING
Strength:	TYPICAL
Endurance:	REMARKABLE
Reasons:	GOOD
Intuition:	EXCELLENT
Psyche:	EXCELLENT
Health:	106
Karma:	50
Resources:	POOR
Popularity:	2

Powers:

TELEPORTATION: Nightcrawler can move instantaneously from point to point, this movement accompanied by a cloud of sulfurous smoke and a "bawling" noise. His limits are two miles east/west, 3 miles north/south, and 2 miles vertically. Keri can teleport within these limits safely, but if approaching his maximum range (or carrying other people or heavy weights) he must make an Endurance FEAT roll. Failure indicates disorientation or loss of consciousness for 1-10 rounds. Anyone accompanying Kurt on a teleportation must make a Yellow Endurance FEAT roll or suffer the same fate. Kurt does not usually teleport blindly into unknown locations, since teleporting into a solid object would cause severe trauma and possibly death. If this does happen, make a Red Endurance FEAT roll. Success indicates he managed to teleport safely, but loses 100 Health. Failure means Health is reduced to 0, and Endurance is checked again to see if death occurs. Kurt can perform a second action in the same round that he teleports if he makes a successful Endurance FEAT roll.

WALL CRAWLING: Kurt can adhere to most surfaces with his hands and feet, allowing him to crawl along walls and ceilings at 3 areas per round. He does this with Amazing ability, but cannot adhere to extremely slippery or frictionless surfaces.

TALENTS: Kurt is a skilled acrobat and fencer, receiving an UP ONE shift when fighting with a sword. He is also skilled in first aid, electronics, and mechanical repair.

BACKGROUND: Kurt Wagner was born in the Bavarian Alps and raised by a gypsy circus. When local townspeople accused Kurt of being a demon, the young German was rescued by Professor X and recruited into the X-Men. His shy, clownish attitude serves to conceal the feelings of a deeply religious and concerned young man. He has recently been reunited with his childhood sweetheart, Amanda Sefton™.

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Strontium 900

JOHNNY ALPHA HAS BEEN SENT BACK TO THE VIKING AGE TO TRACK DOWN MAX BUBBA AND HIS MUTIE GANG. NOW, JOHNNY COMES FACE TO FACE FOR THE FIRST TIME WITH THE SAVAGE NORSEMAN WOLF STERNHAMMER

DIE,
WEIRDLING!

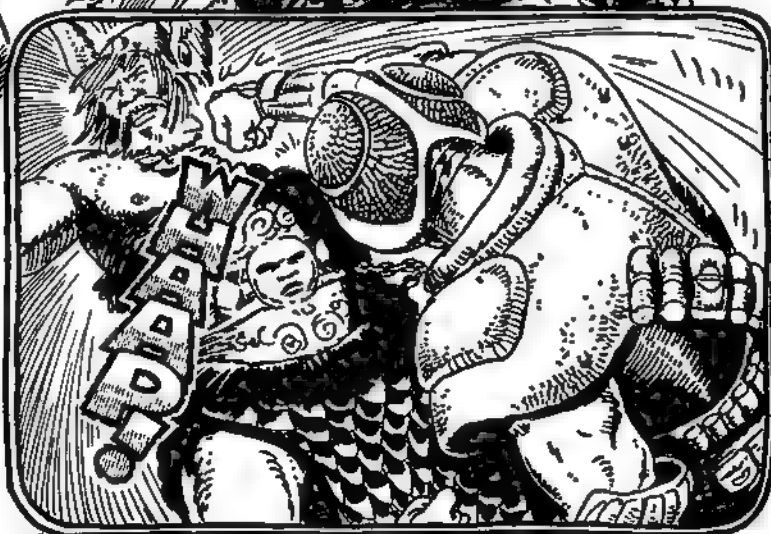
2000AD
Credit Card:
NAME: ALAN GRANT
NAME: MAX BUBBA
C: EQUERNA
LETTERING: KID ROBSON
COMPU-73

EASY, BIG FELLER —
I DON'T WANT TO
HURT YOU.

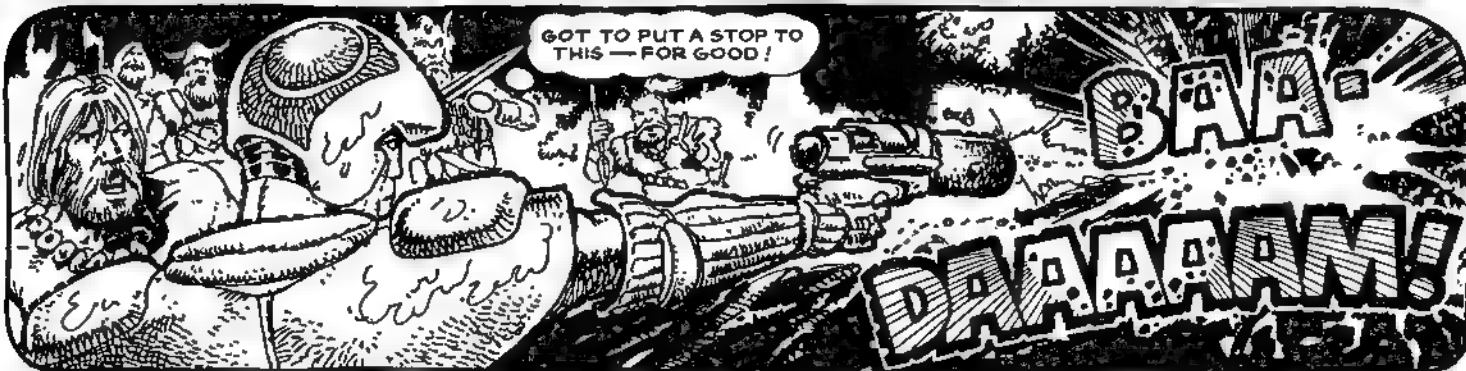
YOU
HURT
ME?

I
THINK
NOT!









JOHNNY WAS TAKEN BACK TO THE FEAST HALL TO DRY OFF. THERE, HE TRIED TO TELL HIS STORY—

HOW DO YOU EXPLAIN TO VIKINGS YOU'RE A MUTANT FROM THE FAR FUTURE— THAT IF YOUR MISSION FAILS, THE WHOLE OF HISTORY WILL BE WIPED OUT!

...SO IF THESE MEN ARE NOT DESTROYED, THEY WILL BRING DISASTER TO MY LAND— AND TO YOURS!

I HAVE THEIR LIKENESS HERE—

GAH! DEMONS AND OGRES!

NO, WE HAVE NOT SEEN SUCH AS THESE— BUT WE HAVE HEARD RUMOURS! BAD RUMOURS FROM THE NORTH—

THEY SAY STRANGE THINGS ARE HAPPENING THERE... DEMONS STALK THE EARTH— AND ODIN HIMSELF TREMBLES IN ASGARD AND DARES NOT COME OUT TO FACE THEM!

SOME SAY THAT RAGNAROK— THE END OF THE WORLD— IS NIGH!

NEXT:
PROG.

NORSE—AND WORSE!

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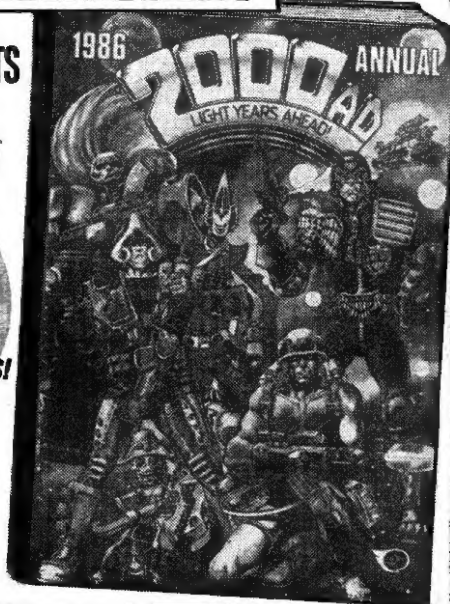
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NEXT
PROG:

I AM... THE LURKER!



LURK!
LURK!

BETELGEUSIAN MINISTRY OF HEALTH
++ URGENT WARNING ++ DANGER --
DEADLY NEW SPECIES OF THRILL-SUCKER
PLAGUING UNIVERSE ++
DON'T LEAVE
HOME WITHOUT

2000 AD
FEATURING JUDGE DREDD



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THE HISTORY OF JUSTICE



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